Gaming Behavior Analysis

The objective

The primary goal of this project is to **decode gaming behavior** by analyzing player and level data using SQL queries.

In this project,I work with dataset related to a gaming, The dataset includes two tables:
`Player Details` and `Level Details`.

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Technical Skills Applied

1. **Database Management**:
   - I created a database named **"Gaming Behavior Analysis/Mentorness ,**Managing databases involves setting up, maintaining, and optimizing data storage for efficient retrieval.
2. **SQL Querying**:
   - SQL (Structured Query Language) is the backbone of your analysis.
   - I wrote various SQL queries to extract, transform, and analyze data.
   - Specific query techniques include:
     - **Joining Tables**: Combining data from different tables using JOIN.
     - **Aggregation and Grouping**: Using GROUP BY to aggregate data (e.g., calculating average kill count).
     - **Window Functions**: Utilizing functions like ROW_NUMBER() and RANK() for ranking and calculations.
     - **Subqueries**: Incorporating subqueries to retrieve intermediate results.
     - **Order By**: Sorting results using ORDER BY.
     - **Aggregate Functions**: Performing calculations on grouped data (e.g., SUM, MIN).
3. **Data Cleaning and Transformation**:
   - I cleaned data by removing unnamed or unwanted columns.
   - Standardized date names using Google Sheets.
   - Data transformation ensures data consistency and prepares it for analysis.
   - Ensuring data integrity prevents inconsistencies and improves reliability.

4.   **Problem-Solving and Analysis**:

- ○   I addressed specific problem statements related to gaming behavior.
- ○   Analyzing kill counts, lives earned, and player interactions led to valuable insights.

The queries and insight to the problem statement can be found

HERE

:https://github.com/Follyemzy/Gaming-Behaviour-Analysis-[https://github.com/Gaming-Behaviour-Analysis-](https://github.com/Follyemzy/Gaming-Behaviour-Analysis-)

SEE SCHEMERS BELOW

SCHEMERS

public

player_details

- 🔑 p_id integer
- pname character varying(50)
- l1_status character varying(30)
- l2_status character varying(30)
- l1_code character varying(50)
- l2_code character varying(50)

public

level_details

- 🔑 p_id integer
- 🔑 dev_id character varying(15)
- 🔑 start_datetime timestamp without time zone
- stages_crossed integer
- level integer
- difficulty character varying(15)
- kill_count integer
- headshots_count integer
- score integer
- lives_earned integer